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CONSTITUTION



Kootenay

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Association



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Kootenay Curling Association

OF

British Columbia.

Minutes of meeting held in Rossland, B. C., February, 1898, of representative curlers of the Kootenays:

Moved by F. W. Peters, of Nelson, seconded by W. H. Grant, of Nelson: "That this meeting of representative curlers of Sandon, Kaslo, Nelson and Rossland, agree to form an Association, called the 'Kootenay Curling Association'; that the officers of the Association be President, three Vice-Presidents, Secretary-Treasurer, and that an Executive Committee of six members be appointed." Carried.

Moved by F. W. Peters, of Nelson, seconded by H. H. Smith, of Rossland: That the following be the officers:—

President—J. B. McArthur, Rossland.

Vice-Presidents—G. O. Buchanan, Kaslo; M. L. Grimmett, Sandon; F. W. Peters, Nelson.

Secretary-Treasurer—A. W. Strickland, Rossland.

Executive Committee—Jas. Waugh, Kaslo; J. G. Main, Sandon; W. H. Grant, Nelson; J. S. C. Fraser, Rossland; C. A. Warren, Golden; D. M. Rae, Golden.

Moved by F. W. Peters, of Nelson, seconded by G. O. Buchanan, of Kaslo: "That the President of any club affiliating with this Association shall be a member of this committee." Carried.

Moved and seconded: "That the President and Mr. F. W. Peters be a committee on the Constitution."

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Boatman's Curling Association

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BOATMAN'S

CONSTITUTION

KOOTENAY CURLING ASSOCIATION

Of British Columbia.

CHAP. I.—THE CONSTITUTION.

1. The Association shall be called the Kootenay Curling Association.

2. Its object shall be to promote the game of Curling, particularly in the Province of British Columbia; to unite all the Curling Clubs therein into one organization; and to hold fraternal intercourse with other Curling Associations.

3. Its membership shall consist of the members Regular and Honorary, of all Curling Clubs which may be received into the Association, and conform to the rules thereof, as adopted.

4. The affairs of the Association shall be managed by a Representative Committee, composed of two representatives appointed by each affiliated club,

as hereinafter provided, which shall have power to elect the office-bearers of the Association and to appoint committees for the business thereof.

5. An Annual General Meeting of the members of the Representative Committee shall be held to receive the Annual Report of the Executive Council of the Association, and take action upon the same; and to transact such other business as may be necessary.

6. No new law shall be enacted, and no existing law shall be altered or repealed, until approved of by at least two-thirds of the members present at the Annual General Meeting of the Association, and unless notice of such alteration or addition shall have been previously given at the preceding Annual or Semi-Annual Meeting.

CHAP. II.—CLUBS.

1. Any Curling Club shall be eligible to be received into the Association, which has a membership of not fewer than eight persons; and which has a constitution and a staff of office-bearers, including President, Vice-President, Treasurer and Secretary and two Representative members.

2. Clubs may be received into the Association at any meeting of the Representative Committee, and at any meeting of the Executive Council, if given power to do so at any regular meeting of the Representative Committee.

3. Every club desiring admission into the Association shall furnish a list of its office-bearers and members, and name of club; and shall agree to be governed by the Rules of the Association, and must be proposed by one member of the Representative Committee and seconded by another, and two-thirds majority of votes of those present shall decide the question.

4. Every club shall elect annually, and not later than two months before the date of the Annual

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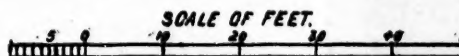
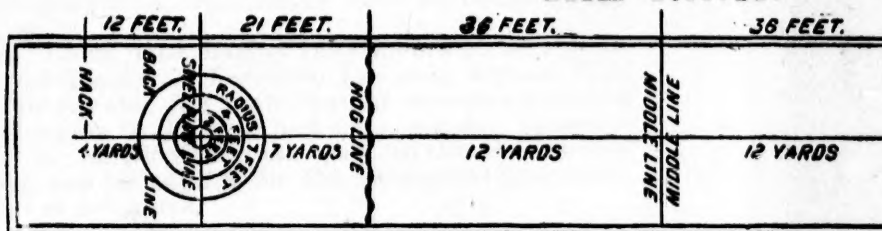
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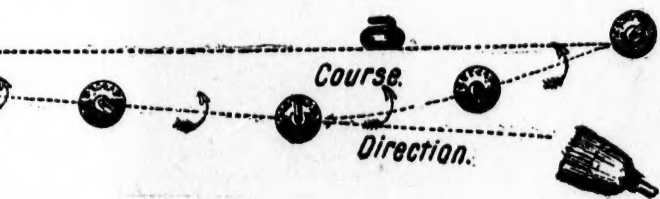
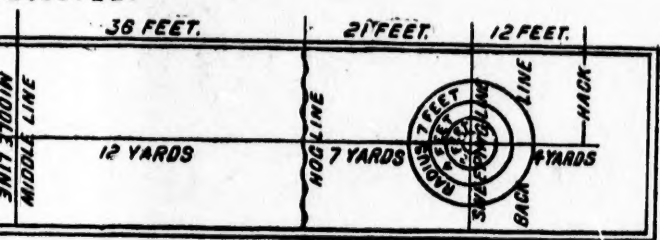
Diagram to be drawn on the ice previous to playing and referred to as
"THE RINK."



Out Turn, Revolving towards left



laying and referred to throughout the rules as
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Meeting, two persons as its delegates on the Representative Committee; and no person shall, at any meeting of the Representative Committee, represent more than one club. In the event of any Representative being unable to be present at any meeting of the Association, a proxy may be appointed by the executive of the club he represents, or by the President thereof.

5. It shall not be lawful for any curler to play in any one season for or on behalf of more than one club for prizes allocated by the Association, or given under its auspices. Any club playing an Association Prize Match with one or more curlers in its ranks not properly qualified as members, shall forfeit all right to the prize if it shall have been successful in the contest.

6. Clubs must classify their members, as Honorary and Regular. Entrance Fee and Annual Dues shall be payable for each regular member returned as belonging to the club, and only regular members shall be entitled to take part in the Association games, and be eligible to the Representative Committee as delegates.

CHAP. III.—THE REPRESENTATIVE COMMITTEE.

1. The Representative Committee, composed of two Representatives from each affiliated club, shall hold one regular meeting each year, as provided in Sec. 5, Chap. 1, of the Constitution, which shall be known as the Annual General Meeting of the Members of the Association. The Semi-Annual Meeting shall be held on the Saturday previous to the date of the opening of the Annual Bonspiel. Special meetings may be called by the proper office-bearers. At all such meetings, five shall be the quorum.

2. At said Annual Meeting the Representative Committee shall elect for the year ensuing, the office bearers of the Association, who shall come into office immediately upon their election, and continue until

their successors are appointed. They shall consist of a Patron, a President, Vice-Presidents, a Chaplain and a Secretary-Treasurer. At the same meeting there shall also be selected six members, who with the office-bearers, shall be the Executive Council and manage the affairs of the Association.

a. The duties of the President shall be to preside and maintain order at all meetings of the Association, of the Representative Committee, and of the Executive Council; and he shall sign the minutes of such meeting, after they have been confirmed, and all official documents. The chairman at all meetings shall have a casting vote in case of a tie, as well as a deliberate vote.

b. The First Vice-President shall take the place and discharge the duties of the President when he is absent; and the Second Vice-President shall have the same authority in the absence of the President and First Vice-president, and should all of them be absent from any regular or special meeting, it shall be competent for the meeting assembled to elect a chairman, who shall have, *PRO TEM.* all the rights and powers of the President.

c. The Secretary-Treasurer shall keep full and correct minutes of all the meetings of the Association, and the Executive Council, and shall conduct all correspondence arising out of the same, and generally carry out the work of the Association. He shall levy and collect all dues and fees, and pay all accounts, and shall keep regular and correct accounts of all moneys collected and bills paid. His books and accounts shall at all times be open to the inspection of the office-bearers, and shall be audited at the close of each fiscal year.

d. The Executive, consisting of the officers and six members, shall have full management of the affairs of the Association.

e. Auditors shall examine and certify the Treasurer's accounts from year to year.

3. No complaint or appeal will be received unless

sent in to the Secretary of the Association in writing, within one week from the date on which occurred the matter of the said complaint or appeal; and no complaint or appeal shall be decided until all parties thereto shall have been given an opportunity to state their case; and any party failing or neglecting to show cause within one week after being notified to do so by the Council, shall thereby be held to have departed from his claim, and to forfeit all rights to any further hearing.

4. At the Annual Meetings of the Representative Committee, the order of business shall be as follows:

1. Calling meeting to order.
2. Report on credentials of delegates.
3. Reading minutes of previous annual and special meetings.
4. Admission of new Clubs.
5. Communications.
6. Accounts.
7. Annual Reports of Club.
8. Reports of Standing Committees.
9. Reports of Special Committees.
10. Semi-Annual Report on Clubs.
11. Unfinished business.
12. Reports of District Umpires.
13. Election of Office-bearers.
14. New business.
15. Alteration of the Constitution.
16. Miscellaneous business.

5. At Special meetings no business shall be transacted other than that for which the meeting was convened, and which has been clearly set forth in the circular calling the meeting. The President, the Secretary, and any three members of the Executive Council, may convene a special meeting of the Representative Committee at any time.

CHAP. IV.—ENTRANCE AND ANNUAL FEES.

1. The fees payable by clubs shall be an entrance fee, club fee, and annual dues.

2. The entrance fee for any club shall be \$5, which must accompany application, together with annual club fee and other dues.

3. The annual dues shall be paid in advance, as follows:—A club fee of Two dollars each year from each club, and an additional sum of fifteen cents in respect of each regular member of the club. Members can be registered up to the 31st day of December in each year, and new clubs admitted up to same date.

4. From these sources shall be formed a common fund to be under the control of the Executive Council, and from which shall be defrayed the printing, advertising and incidental expenses of the Association.

5. No club in arrears shall be entitled to compete in the District Matches or for any prize of the Association at the Annual Bonspiel.

6. If any club shall fall two years in arrears in the payment of its annual dues, it shall be struck off the list of the Association, and shall not be re-instated except as a new club, unless the Association shall decide to the contrary by a two-thirds vote.

CHAP. V.—THE GAME.

1. The standard length of the rink for play shall be 42 yards from hack to tee. No important match shall be commenced if the ice be not in a condition fairly to test the curling skill of the competing players; and it shall be stopped and declared "off," if, after it has been begun, the condition of the ice, by reason of thaw setting in or snow falling, becomes such, as not to afford a fair test of the curling skill of the competing players; or darkness comes on sufficient to prevent the stones at the tee from being distinctly seen from the further hack; and in all cases of stopped matches, the postponed game shall be commenced de novo. The umpire's decision, regarding the condition of the ice and atmosphere, shall be final in all cases.

2. The tees to be made 38 yards apart, and around each, as a centre shall be described a circle of

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seven feet radius, which shall be called the "Home," or "Ring." To facilitate measurements, intermediate circles may also be described around the tee. Every stone within, or resting upon the outer ring, shall be entitled to be counted in the game; no stone shall be considered without a circle, unless it is entirely clear of that circle, nor shall a stone be considered over a line unless it has crossed and entirely cleared it. In every case this is to be decided by a square placed upon the ice.

3. From, and in exact alignment with both tees, a line, called the centre line, shall be drawn to a point four yards behind each tee; at this point a line shall be drawn, at a right angle to the centre line, on which the hack shall be cut. The hack shall not exceed six inches in length, nor shall the inner edge thereof, be more than three inches from the centre line, so that all stones shall be delivered with their centre upon the centre line.

4. Other lines, called the MIDDLE SCORE, the HOG SCORE, the SWEEPING SCORE and BACK SCORE, shall also be drawn on the ice at right angles to the centre line. The MIDDLE SCORE shall be drawn at midway between the two tees, to point out the place at which sweeping may ordinarily be commenced. The HOG SCORE shall be drawn at a distance from each tee of one-sixth of the length from hack to further tee; and shall indicate the point, which if a played stone fails to pass, it shall be counted a hog, and removed from the ice unless it has been prevented from passing by striking another played stone resting inside said hog score. The SWEEPING SCORE shall be drawn across the tees, for the guidance of the skips in sweeping. The BACK SCORE shall be drawn just outside and behind the 14 feet circle around the tee (the home); all stones having passed this score must be removed from the ice.

 For method of laying out rink, see diagram.

5. All matches to be the majority of shots won, after playing a certain number of heads, or definite

period of time, to be agreed upon by the competing clubs before beginning to play. In the event of both parties being equal at the conclusion of the match play shall be continued, under the direction of the umpire, by all the rinks engaged, for another head, or for such additional number of heads, as may be necessary to decide the match.

6. Every rink to be composed of four players a side, each using two stones and playing one stone alternately with his opponent, and the rotation of players observed in the first head shall not be changed during the match.

7. The two skips opposing each other shall settle by lot, or in any other way they may agree upon, which party may lead in the first head, after which the winning party shall lead.

8. The skips shall have the exclusive management and direction of the game for their respective parties, and may play last or in any part of the game they please; but are not entitled to change their places when once fixed. When their turn to play comes, they shall each appoint one of their players to act in their places as skips of the game, and must take the position of ordinary players, until they have played and returned to the tee-head as skips.

9. Players during the course of each end, shall be arranged along the sides, but well off the rink, as their skips may direct; and no party, except when sweeping according to rule, shall go upon the middle of the rink. Skips alone to stand within the 14 feet circle, or home; the skip of the party playing to have the choice of place, and must not be obstructed by the other in front of the tee, while behind it, the privileges of both, as regards sweeping, shall be equal.

10. Every player to be ready to play when his turn comes, and shall not take more than a reasonable time to play. Should he play a stone belonging to another player, any of the players may stop it while running; but if not stopped till at rest, the

stone which should have been played, shall be put in its place to the satisfaction of the opposing skip.

11. If a player should play out of turn, the stone so played may be stopped in its course and returned to the player; should the mistake not be discovered till the stone be at rest, or has struck another stone, the opposing skip shall add one to his score, and have the option of allowing the game to proceed, or declaring the end null and void. But if another stone be played before the mistake has been noticed, the end must be finished, as if it had been played properly from the beginning.

12. If any player, engaged, or belonging to either of the competing clubs, shall speak to, taunt, or otherwise interrupt any other player, not of his own party, while preparing to play his stone, and so as to disconcert him, one shot shall be added to the score of the party so interrupted, for each interruption, and the play proceed.

13. If in sweeping, or otherwise, a running stone be marred by any of the party to which it belongs, it shall be put off the ice, and the opposing skip shall have the option to add one to his score, and allow the game to proceed, or to call the end null and void; but if marred by any of the adverse party, it shall be placed wherever the skip of the party to which it belongs may direct. If marred by any other means the player shall replay the stone. Should any played stone be displaced by any of the players before the head is reckoned, it shall be placed as near as possible where it lay, to the satisfaction of, or by the skip opposed to the party displacing it. If displaced by any neutral party, both skips to agree upon the position to which it is to be returned, and if they fail to agree, the umpire shall decide.

14. The sweeping shall be under the direction and control of the skips. Upon all occasions a stone may be swept from the HOG SCORE, nearest the point from which the stone is delivered, and may be swept by the party to whose side it belongs, until it comes

to the SWEEPING SCORE; but all stones when they have passed the SWEEPING SCORE, may be swept by EITHER SKIP ONLY. Skips will have liberty to sweep behind the tee at all times, except when a player is receiving directions to play from his skip. All sweeping shall be across the rink, and the sweeper must be in front of the stone being swept, and at one side thereof; and no sweepings shall either be moved forward or left in front of a running stone, or of a stone "at rest." It shall not be allowable for the party to whom a running stone belongs, to place their brooms before it or behind it to screen it from the wind, unless with consent of both skips; and the use of a broom or any other instrument as a fan, either to promote or retard the running of a stone, is strictly forbidden, and is to be dealt with as a "running stone" marred by the party to which it belongs. (See Sec. 13.)

15. All stones shall be of a circular shape. No stone, including handle, shall be of a greater weight than fifty pounds, or of a greater circumference than thirty-six inches, or of a less height than one-eighth part of its greatest circumference.

16. No stone or side of a stone shall be changed after a match has been begun, unless with the consent of the opposing skip. Should a stone happen to be broken during a game, the largest fragment shall be considered in the game for that end, and the player shall be entitled to use another stone, or another pair, during the remainder of the game.

17. Should a played stone roll over, or stop on its edge or top, it shall be put off the ice. Should the handle quit the stone in delivery, the player will not be entitled to replay the stone unless he retains his hold of the handle.

18. No measuring of shots allowable previous to the termination of the end. Disputed shots to be determined by the vice-skips, or, if they disagree, by the umpire; or, if there is no umpire, by some neutral person chosen by the skips. All measurements to

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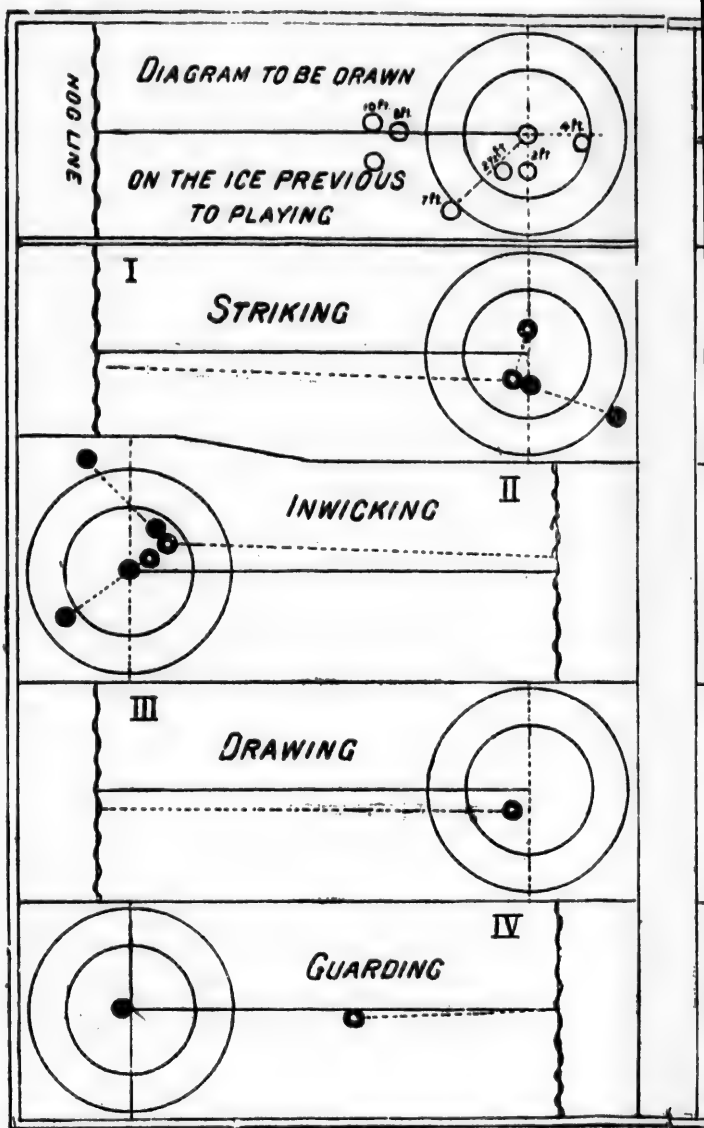
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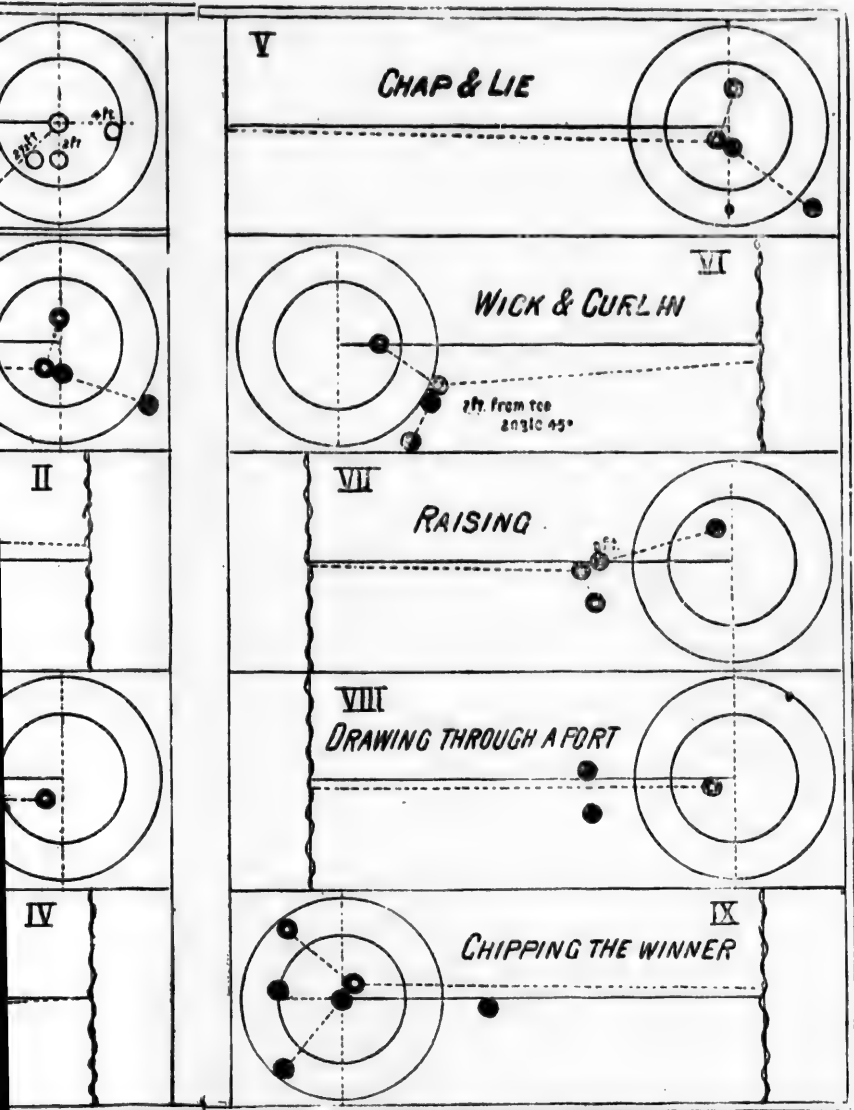
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be taken from centre of tee to nearest point of stone, after removing stones intervening.

19. If any of the competing rinks are not ready to begin play at the hour named for a match, one end shall be counted as played for every ten minutes' delay; and the opposing rink, if ready to play, shall count one point in the game for each such period of time it is kept waiting.

20. No rink shall be eligible to enter for any competition or match under the jurisdiction of the Association, unless in the first game they have four bona fide active players. If, however, after starting in any event, any member, through sickness or other unforeseen circumstances, is unable to play, then the following rules apply:

a. If the skip be absent, then the third man becomes skip, and the second man plays his own and the third pair of stones.

b. If third player be absent, the second man shall play second and third place.

c. If the second player be absent, then the lead plays first as well as second place.

d. If the lead be absent, the second player shall play his own as well as the lead stones.

e. A sweeper will be allowed for the absentee, but no rink shall continue play with less than three men.

CHAP. VI.—ICE RINKS.

1. All District matches, as well as those played at the Annual Bonspiel, and general competitions at the Points' Game, must be played on new or virgin, ice, or upon neutral ice.

ICE FOR CURLING SHALL BE DEEMED NEW OR VIRGIN ICE.

a. When it has not previously been played on.

b. When, since last played on, it shall have been flooded so completely, as that the water shall have come to its natural level, over the entire ice surface, before freezing.

c. If, after being last used for curling, the ice shall have been re-faced by sprinkling with water, and the tees changed, either at least two feet sideways or ten feet lengthways, so as to get rid of grooves or channels formed in the course of play.

d. Shaving of nodules or protuberances from the surface of the ice, or the application of any other mechanical operations, having for their object the bringing of the ice to a true and correct level, shall not be held as degrading ice, otherwise entitled to be called new or virgin ice; but such operations must be carried out under the direction of the umpire, and in no case shall any special preparation of the ice be made, intended, or calculated, or having for its object to facilitate the making of any particular shot, or to otherwise pervert the ice surface from the true and correct level.

e. It is desirable that artificial single rinks should be constructed not less than 18 feet in width by 152 in length, so as to admit of changing the tees both sideways and lengthways.

CHAP. VII.—THE POINTS' GAME.

1. Rinks shall be laid off in accordance with the enclosed diagram. Within the 14 feet circle, a circle 8 feet in diameter shall be drawn around the tee, and a centre line or score, from the hack to the hog score; and the length of the rink, from hack to tee, shall be 42 yards.

2. Lots shall be drawn for the order of playing: each competitor shall change position one place each point, thus: The first player, at any of the points, to be the last in playing at next point; and the second player, at any point, to be the first at the next, and so on. Each competitor shall use two stones, and play them, the one immediately after the other, and shall not during the competition change the side of a stone, or the stone itself, unless it happens to be broken.

3. Every competitor to play four shots at each of the nine following Points of the game, viz.: Striking, Inwicking, Drawing, Guarding, Chap and Lie,

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Wick and Curl In, Raising, Drawing through a Port, and Chipping the Winner, according to the following definitions, and each successful shot shall count as hereinafter provided :

a. **STRIKING.**—A stone placed on the sweeping score, and with its inner edge two feet from the tee. If struck, to count 1; if struck out of the 14 feet circle, to count 2.

b. **INWICKING.**—One stone being placed on the tee, and another with its inner edge 2 feet 6 inches from the tee, and its fore-edge on a line drawn from the tee at an angle of 45 degrees with the central line; if the played stone strike the latter on the inside, to count 1; if it perceptibly move both stones, to count 2.

c. **DRAWING.**—If the stone played lies within or on the 14 feet circle, to count 1; if within or on the 8 feet circle, to count 2.

d. **GUARDING.**—A stone, to be guarded, placed with its fore-edge on the tee. If the stone played, rests within 6 inches of the central line, to count 1; if on the line, to count 2. It shall be over the hog, but not touch the stone to be guarded.

e. **CHAP AND LIE.**—If the stone placed on the sweeping score, with its inner edge one foot from the tee, be struck out of the 14 feet circle, and the played stone rest within or on the same circle, to count 1; if struck out of the 14 feet circle and the played stone rest within or on the 8 feet circle, to count 2.

f. **WICK AND CURL IN.**—A stone being placed with its inner edge 7 feet distant from the tee, and its fore-edge on a line making an angle of 45 degrees with the central line; if the stone is struck and the played stone curls on or within the 14 feet circle, to count 1; if struck and the played stone rests on or within the 8 feet circle, to count 2.

g. **RAISING.**—A stone placed with its centre on the central line and its inner edge 8 feet distant from the tee; if struck within or on the 14 feet circle to count 1; if struck within or on the 8 feet circle to count 2.

h. DRAWING THROUGH A PORT.—One stone to be placed with its inner edge on the central line, 10 feet in front of the tee, and another stone placed parallel thereto, and with its inner edge 2ft. from the central line; if the played stone passes between these two stones, without touching either, and rests within or on the 14 feet circle, to count 1; if within or on the 8 feet circle to count 2.

i. CHIPPING THE WINNER.—A stone being placed on the tee, and another 10 feet distant and with its inner edge just touching the central line, and half guarding the one on the tee, and a third stone being placed 4 feet behind the tee, with its inner edge touching the central line, but on the opposite side from that on which the guard is placed; if the played stone strikes the stone placed behind the tee to count 1; if it strikes the stone on the tee, to count 2.

j. OUTWICKING.—In the event of two or more competitors gaining the same number of shots, they shall play 4 shots at OUTWICKING: that is, a stone being placed with its inner edge 7 feet distant from the tee, and its centre on a line making an angle of 45 degrees with the central line; if struck within or on the 14 feet circle to count 1; if struck within or on the 8 feet circle to count 2.

4. If the competition cannot be decided by these shots, the umpire shall order one or more points to be played again by the competitors who are equal.

5. In the Points' Game the Rinks may be swept as often as required during the intervals between the playing of stones. A player may sweep his own stone, and may direct where a broom shall be held to guide him in playing.

NOTE.—It will save much time, if, in playing for local prizes two rinks be prepared lying parallel to each other, the tee of one being at the reverse end of the other rink; every competitor plays both stones up the one rink, and immediately afterwards down the other; finishing thus, at one round all his chances at that point.

It will also save time if a code of signals be arranged between the marker and the players; such as: The marker to raise one hand when one is scored, and both hands when two are scored. In the case of a miss, both hands to be kept down.

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